

ABSTRACT OF DISCLOSURE

Game apparatuses 10 of a number of users A, B, C, D, ... are connected to a server 50 through a network. The respective users A, B, C, D, ... have a purpose X or a purpose Y. The server 50 obtain on line from the gate apparatuses 10 personal information of the respective users A, B, C, D, ... connected to the network to structure a database 52 of the personal information. The organizing means 54 selects the users A, B, C, D, ..., based on information of the respective users registered in a database 52 and organizes the users. The game apparatuses of the organized users A, B, C are interconnected by the information sharing means 56 and share the information. The online organizing method can quickly and suitably organize a plurality of participants connected to a network.

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